

## 2015 Baseball Rules

The following leagues are covered under these rules:

3rd & 4th Grade  
5th & 6th Grade

7th & 8th Grade  
9th - 12th Grade

"NATIONAL HIGH SCHOOL FEDERATION RULES" are official with the exception of listed variations.

### I. Team Roster

- A. All participants **must** be properly registered through Kent Parks, Recreation and Community Services. Rosters are limited to no more than 14 players.
- B. All participants must play in the grade that they are in for the 2014-2015 school year and can not play up or down a grade level. Any misrepresentation of grade or age will result in immediate withdrawal from the program and will require permission from Kent Parks to continue participation in any future programs.
- C. **3/4 Grade, 5/6 Grade:** Players may be added to teams with less than 14 players on or before **May 4, 2015**. No player additions after **May 4, 2015**.
- D. **7/8 Grade, 9-12 Grade:** Players may be added to teams with less than 14 players on or before **May 26, 2015**. No player additions after **May 26, 2015**.

### II. Players, Field, and Equipment

#### A. PLAYERS:

1. **3/4 Grade - Defensive Team:** The defensive team will consist of ten (10) players. They are the normal nine players with an additional outfielder. Outfielders must play in either a fan, equidistant from home plate, or play the regular three-man outfield with one short fielder who must play at least 10 yards away from the baseline. The one extra player, the short fielder, is not meant to be an infielder. Infielders must play behind the baselines.
  - a. Fielding a team: All leagues must start and finish the game if they have at least eight (8) players. Failure results in a forfeit.
  - b. Uniforms: All players are expected to wear sponsor t-shirts and hats while participating. Shirts will be tucked in. For safety, it is suggested that all players wear baseball or long pants. **No** "out" will be called. Coaches **must** encourage players to follow this rule.

#### B. FIELD:

1. All games will be played on fields designated by the Kent Parks & Recreation Department as per team schedules.
2. Distances: (Between bases and pitching)

	<u>3/4 Grade</u>	<u>5/6 Grade</u>	<u>7/8 Grade</u>	<u>9-12 Grade</u>
Bases:	60'	60'	80'	90'
Pitching:	46'	46'	54'	60'6"

- C. **EQUIPMENT: Ball:** All teams will be supplied with game balls for the season. The home team will supply the game ball and the visiting team will supply the back up ball.

## Players, Field, and Equipment (continue)

1. **Bat: 3/4 Grade:** Bats are supplied by the Kent Parks, Recreation and Community Services. Bats for this league do not have to meet the High School Rule book specifications. Players may use T-Ball bats.
  - a. **5/6 Grade:** Bats are supplied by Kent Parks, Recreation and Community Services. Players may use their own bats as long as they meet required specifications:
    - In diameter: at thickest part of bat – 2 5/8 inches or less.
    - In length: 36 inches or less.
    - In weight: a bat shall not weigh numerically more than ten (10) ounces less than the length of the bat. (e.g., a 34-inch bat cannot weigh less than 24 ounces).
  - b. **7/8, 9-12 Grade:** Bats are supplied by Kent Parks, Recreation and Community Services. Players may use their own bats as long as they meet required specifications:
    - In diameter: at thickest part of bat - 2 5/8 inches or less.
    - In length: 36 inches or less.
    - In weight: a bat shall not weigh numerically more than three (3) ounces less than the length of the bat. (e.g., a 34-inch bat cannot weigh less than 31 ounces).
2. **Shoes:** 3/4 Grade, 5/6 Grade - Metal cleated baseball shoes are prohibited. Molded rubber cleats or tennis shoes are recommended. 7/8 & 9-12 Grade: Metal cleats will be allowed in Kent Parks and Recreation Program, **Exception:** Wilson Playfield Metal cleated baseball shoes are prohibited
3. **Protective Headgear:** Batters, on-deck batters, runners, player base coaches, and ball/bat shaggers (non-adult) are required to wear helmet protective gear while on the field of play. In addition, anyone warming up a pitcher must wear a catchers mask with helmet.
4. **Athletic Supporters:** It is recommended that all players wear athletic supporters. It is mandatory that all catchers wear an athletic supporter with cup.
5. **Fielding Gloves:** No restrictions will be placed on the type of glove used by any player at any position.
6. Any noticeable defective or damaged equipment must be repaired or replaced immediately or it will be taken out of play.

## III. Game Information

### A. GAME LENGTH:

1. Maximum game length for 3/4 Grade and 5/6 Grade is one hour and thirty minutes.
2. 7/8 Grade, 9-12 Grade maximum game length will be two (2) hours.

***Coaches, please have your team hustle on and off the field to help get in all innings.***

<b><u>3/4 &amp; 5/6 Grade</u></b>		<b><u>7/8 &amp; 9-12 Grade</u></b>	
<u>Game Start Time</u>	<u>Game Ends</u>	<u>Game Start Time</u>	<u>Game Ends</u>
5:30 pm	7:00 pm	6:00 pm	8:00 pm
7:15 pm	8:45 pm	8:00 pm	10:00 pm

## Game Information (continue)

3. All coaches are expected to have their team ready for play fifteen (15) minutes prior to game time. **No grace period.**
  4. **NO INFIELD PRACTICE**: Due to time restraints, teams are not allowed to take infield practice before the game.
  5. REGULATION GAME: 3/4 & 5/6 Grade, six (6) innings in duration. 7/8 & 9-12 Grade will be seven (7) innings in duration.
- B. HOME TEAM DUGOUT: Home team dugout will occupy the third base dugout. All players must remain in their respective dugouts except for the batter, on-deck batter, and participating coaches in the coaches boxes along the first/third base lines.
- C. ALL LEAGUES: Free, unlimited substitutions on defense. All players must participate a minimum of 1/2 the game in a defensive position.

**Recommended for 3/4 Grade ONLY:** All players play a minimum of one (1) inning in the infield and one (1) inning in the outfield, per game.

- D. GROUNDS/CONDITIONS: The umpire will decide whether the grounds and other conditions are suitable for starting the game. The umpire is the sole judge as to whether conditions are fit for play, and as to whether or not conditions are suitable for a second game of the night. If games are rained out at the fields, the umpire(s) **must** contact the Kent Commons building at (253) 856-5000.
- E. DURING INCLEMENT WEATHER, I.E. RAIN, ELECTRICAL STORMS, ETC., the umpire's judgment will be used for determining the continuation of the game. Kent Parks, Recreation and Community Service's staff **will have** the ultimate decision during inclement weather.
- F. SCOREKEEPERS: The home team is responsible for keeping the official scorebook/sheet. The visiting team is responsible for verifying the score between half innings. Please make sure the scoresheet is filled out properly (i.e. team name, date, player's first and last name, etc.) Umpires will collect the official scoresheet at the end of the game to turn in to the Kent Parks, Recreation and Community Services.
- G. OFFICIAL GAME:
1. All games must be played as scheduled unless postponed due to inclement weather. Games will be rescheduled by Kent Parks. **No decision will be made on cancellation of games due to inclement weather until 4:00 p.m. on game day.** Information will be on the rainout line at **253-856-5020**.
  2. If a game is called for any reason (i.e. darkness, weather, etc.), it shall be declared an official game if three (3) innings have been played, or if the home team is ahead after the visiting team has had their turn at bat in the third inning. 7/8 Grade, 9-/12 Grade games that are scheduled at 6:00 and/or 8:00 p.m. and have a 2 hour time limit and seven (7) inning duration will be declared an official game after four (4) innings have been played.
  3. "No Game": If a game is called before it has become an official game, it will be declared "no game", and will be replayed in its entirety. The game will be rescheduled by the Program Coordinator. If, however, there is a twelve (12) run differential in the last inning completed, it will be considered an official game.
- H. **3/4 & 5/6 Grade Only:**
1. **Runs Per Inning Limit:** When a team scores five (5) runs during their turn at-bat, the inning is over. Any subsequent runs scored on the at-bat that brings in the fifth run will also count. *Example: Three runs have been scored in the inning, bases are loaded, batter hits a triple and three runs score. All three runs will count for six (6) runs in the inning.*
  2. **Game Length:** Maximum game length is one hour and thirty minutes. All innings that start after the first hour and ten minutes are unlimited runs. No new inning is to start with five (5) minutes left in the game. The final inning of the game is to be completed.

## Game Information (continue)

### I. 7/8 & 9-12 Grade Only: Runs Per Inning Limit

1. No team will be permitted to score more than seven (7) runs per inning. Any subsequent runs scored on the at-bat that brings in the seventh run will also count. *Example: Five runs have been scored in the inning, bases are loaded, batter hits a triple and three runs score. All three runs will count for eight (8) runs in the inning.*
2. **Game Length:** Maximum game length is two hours. All innings that start after the first hour and forty minutes are unlimited runs. No new inning is to start with ten (10) minutes left in the game. The final inning of the game is to be completed.

### J. INJURY:

Players injured during the game who cannot continue to play will be removed from the batting order/line-up for the rest of the game. He cannot re-enter the game and the vacant spot in the batting order will not be an "OUT". **Seeing to an injured player is more important than the results of the game and will be the priority. Use good judgment.** EXCEPTION: For medical reasons, sickness, or discipline, coaches must contact the Program Coordinator for clearance on limited participation.

### K. STOPPAGE OF PLAY: (3/4 Grade only)

1. Once the ball enters the infield all play will automatically stop, unless runners ARE making an aggressive move towards the next base. Time may be called when baserunners are NOT making an aggressive move towards the next base. This is a judgment call by the official.

### L. A TEN (10) RUN RULE IS IN EFFECT FOR ALL GAMES.

#### 1. 3/4 & 5/6 Grade:

- a. If the home team is ahead by ten (10) runs after 3½ innings, the game shall be called.
- b. If the visitor is ahead by ten (10) runs after four (4) completed innings, the game shall be called.
- c. Although the game is officially over when the ten (10) run rule occurs, play may continue until the time limit expires. No score is kept during this time.

#### 2. 7/8 & 9-12 Grade:

- a. If the home team is ahead by ten (10) runs after 4½ innings, the game shall be called.
- b. If the visitor is ahead by ten (10) runs after four (5) completed innings, the game shall be called.
- c. Although the game is officially over when the ten (10) run rule occurs, play may continue until the time limit expires. No score is kept during this time.

### M. CONFERENCES:

1. **Defensive:** Each team, when on defense, may be granted not more than three charged conferences during a regulation game, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players.
2. **Offensive:** Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any one team's personnel to confer with base runners, the batter, on-deck batter or other offensive team personnel. (Additional clarification concerning conferences – see Federation rule 3-4, pg. 29-30).

### N. Points shall be awarded as follows: Win – 2 points Tie – 1 point Loss – 0 points

### O. PROTESTS: No protests will be allowed. This is a recreation league and problems/conflicts will be resolved before the next legal pitch.

**IV. Pitching: National Federation rules will be in effect except for noted differences published in these rules.**

**A. 3/4 & 5/6 Grade:**

1. Balk Rule - not in effect.
2. Curve Balls - each ball thrown as a "curve ball" will be called a "ball". If the ball is hit, it is playable, and results of that playing action will stand accordingly. The umpire will be the judge of the pitch and the playing action.

**B. Day/Week Limitations: All Leagues**

1. A pitcher will not be allowed to pitch more than ten innings in any one calendar week. (Calendar week is 12:01a.m. Monday to 12:00 midnight the following Sunday night).

**C. INNINGS PITCHED:** A pitcher pitching in four or more innings on the same calendar day must have forty hours rest before pitching again. A maximum of seven innings per day will be allowed in the event of a double-header, as long as the forty-hour rest break is observed before he pitches again. Example: If, in the event of a double-header between two teams, a coach may elect to have his pitcher pitch four innings in the first game and two innings in the second game. Any variation of this is acceptable provided the total of seven innings pitched requirement is not violated. Any pitcher violating the day/week limitations will not be allowed to pitch the next scheduled game and can be suspended from the next game for such a violation.

- D.** One pitch constitutes an inning pitched. As soon as a pitcher pitches one pitch to a batter, he will be considered as having pitched one full inning in the same game.
- E.** A pitcher withdrawn from the mound will not be allowed to return to the mound as a pitcher in the same game.
- F.** Pitchers will receive eight (8) warm up pitches when starting the game. Then receive Five (5) warm up pitches in between innings. However, if the game is moving along slowly, umpire may limit amount of warm up pitches.
- G.** In the event of injury/ejection to a previous pitcher, his replacement will be allowed a two-minute warm-up period.

**V. Batting: National Federation rules will be in effect except for noted differences published in these rules.**

**A.** All players present at game time will be placed in the batting line-up. Players arriving late will be added to the end of the batting line-up. If a player leaves the game before its conclusion, their spot in the batting order is skipped and is not an "automatic out".

**B. 3/4 Grade (only):** There will be no bunting allowed. A warning will be issued on the first offense, then all other violations will be "OUT". This is a judgment call by the umpire.

**C. 3/4 & 5/6 Grade (only):**

1. Infield fly rule is not in effect.
2. All Federation rules for batting will be in effect with the exception of the dropped third strike, the batter is OUT in all cases.
3. Intentional walks will not be allowed

**D. 7/8 & 9-12 Grade:** Federation rules shall apply.

**E. THROWN BAT:** All players receive a warning on their first offense, their second offense is a dead ball out.

**F. NOTE:** The National Federation has implemented rules that are designed to speed up the game of baseball. One such rule (rule 7, section 3, page 44) concerns batting infractions. The rule states that the batter shall not delay the game by failing to take his position in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.

## V. Batting (continue)

- G. The Kent Parks, Recreation and Community Services baseball program concurs with the Federations' attempt to complete as many innings as possible, and umpires will be instructed that if a batter intentionally delays the game, a "STRIKE" may be called on the batter. This is in keeping with the Federation rule as stated above. Umpire will warn each batter and head coach once before calling a "strike".

## VI. Baserunning

- A. 3/4 Grade (only): Once runners are on base, they may not lead off base until the pitched ball reaches home plate. RUNNERS MAY ONLY ADVANCE ON A BATTED BALL.
- B. 5/6 Grade (only): NO LEADING OFF. Runners must remain on base until the pitched ball has been hit, reaches or passes home plate. Once the ball has been hit, reaches or passes home plate, runners may advance at their own risk. If off base when the pitcher delivers the ball, the baserunner will be called "OUT". This is a DEAD BALL situation.
- C. DOUBLE FIRST BASE:
  - 1. Runner should use colored base on initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored.
  - 2. A runner is never out for touching the white base rather than the colored base.
  - 3. Once the runner reaches first base, the runner shall then use the white base.
- D. ALL LEAGUES:
- E. No head first sliding. The call will be "BASERUNNER OUT". Diving back to a base is allowed.
  - 1. Over-running at first base: If a batter-runner over-runs first base and in coming to a stop, turns toward second base, but makes no attempt to advance or fakes an advance, but returns to first base, he may do so without liability to be put out. This is a judgment call.
  - 2. Sliding/Collisions: On a close play at any base, the runner must slide or make an attempt to avoid a collision. Failure to do so will be an "OUT" and ejection. This is a judgment call.
- F. COURTESY RUNNERS: May be used:
  - 1. At any time, the team at bat may use courtesy runners for the pitcher and/or catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
  - 2. Courtesy runners will be the last players to be put out.

## VII. Coach/Player/Spectator Conduct

- A. Any person(s) who is confrontational, threatens and/or is verbally/physically abusive, in any way towards a referee, player, coach, parent, spectator or city employee before, during or after the game will be suspended for a minimum of two (2) games and as much as expulsion from the league and future Kent Parks programs. Person(s) must have Program Coordinator's permission to be reinstated.
- B. A player/coach who receives two cautions (yellow cards) or one red card will result in expulsion from the remainder of the game and as well as be suspended for a minimum of one (1) game more. Program Coordinator will decide on length of suspension.
- C. Only the head coach can talk with the official before and during the game. Coaches, players, parents or spectators **are not** allowed to discuss, review or talk with the official once the game is over. This may result in a minimum one (1) game suspension. After the game, congratulate the kids for playing a great game and enjoy the post-game snack.



## VII. Coach/Player/Spectator Conduct (continue)

- D. Any person(s) ejected from the game will leave the field immediately or automatically forfeit the game and face possible expulsion from the league and future Kent Parks programs.
- E. Any person(s) that is on suspension cannot attend any Kent Parks programs/activities during the length of their suspension. Failure to comply may result in possible expulsion from the league and future Kent Parks programs.
- F. It is the coach's responsibility to ensure that any assistant coach(es), parents or spectators that are suspended not attend game(s) during their suspension.
- G. Coaches are responsible for the actions of their players and spectators. Unsportsmanlike conduct by a player(s) or spectator(s) will result in immediate removal from the field or the team will automatically forfeit the game. Person(s) will face possible suspension from further games as well as possible expulsion from the league and future Kent Parks programs. Person(s) must have Program Coordinator's permission to be reinstated.
- H. Any participant that is suspended from school is ineligible to partake in practices or games until their suspension has been completed.
- I. Coaches and spectators are not allowed on the field of play other than when motioned on by the referee to attend to an injured player.
- J. Players/spectators/coaches are not allowed to cheer against the opposing team. Everybody is encouraged to cheer for the kids, regardless of which team they are on, so that their playing experience is a joyous one. **Good sportsmanship is contagious.**
- K. **Tobacco Policy:** No person's (coaches/volunteers/spectators/staff) may use tobacco (smoke, chew, etc.) on City of Kent Parks, Recreation and Community Services or Kent School District playing facilities while practice/games are in session. This applies to **everyone**, spectators, coaches and participants.
- L. **Casual Profanity:** Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at Umpires or opposing players, but is uttered by a player out of frustration. This type of behavior is penalized by "outs" against the offending team.
  - 1. If the team is at bat and unsportsmanlike words are used, the next batter will be declared "out".
  - 2. If the act is committed by a player remaining at bat, that player will be called "out".
  - 3. If the act is committed by the defensive team, the first person to bat in the next inning will be declared "out".
  - 4. If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule will be applied. If a team has an eligible substitute, they can continue the game.
  - 5. A game may be ended by a casual profanity out.
- M. The City of Kent Parks, Recreation and Community Services Program Coordinators have the authority to make rulings on any and all dealings regarding this league. All decisions are final

## VIII. Miscellaneous

- A. WINNING team is responsible for calling in the score to the City of Kent Parks, Recreation and Community Services. The scores must be called in immediately following the game to the 24-hour message line at **253-856-5021** for prompt and accurate league standings on a daily basis.
- B. END OF SEASON COMPETITION:

## VIII. Miscellaneous (continue)

1. 3/4 & 5/6 Grade leagues: None
  2. 7/8 Grade, 9-12 Grade: All teams will play in a post season tournament and will be seeded according to their won/lost records. All post-season games are single elimination with regular rules in effect (including participant rules). Post-season play will be looked at on a season by season evaluation.
- C. SMOKING POLICY: In compliance with the Kent School District rules . . . there is **no smoking** on school district property. This applies to **everyone**: spectators, coaches, and participants.
- No persons (coaches/volunteers/spectators/staff) may smoke on or near City of Kent Parks, Recreation and Community Services playing fields while practice/games are in session.
- D. PARKING NOTICE: Due to safety precautions, all players, coaches, and spectators using Uplands playfields must use the "Park and Ride" lot at Lincoln and James Street. We appreciate everyone's cooperation in this matter as safety is of prime concern. All vehicles improperly parked at recreation complexes are subject to tow away at owner's expense.

**Let's have a good season and don't forget this is a recreational league.  
Good sportsmanship is the goal for all to follow.**

Todd L. Lawber, Parks Program Coordinator  
Kent Parks, Recreation and Community Services  
**Phone:** (253) 856-5000  
**Scoreline:** (253) 856-5021  
**Fax:** (253) 856-6000

Kyle Nearhood, Officials Coordinator  
Kent Parks, Recreation and Community Services  
**Phone:** (253) 856-5000  
**Official Line:** (253) 856-5023  
**Fax:** (253) 856-6000

***RAINOUT LINE: (253) 856-5020  
(After 4:00 p.m.)***

